GATEWAY RPG

CHARACTER CREATION QUICK GUIDE

Step 1) Coming up with a Character Archetype/Race/Class

Work with your GM on how your character concept fits into the game and what specific things they might be good or bad at. Now that you have a general idea in mind of what you want to play, you can use the following steps below to help flesh out and create your character. **Important Note**: Do not build your characters to "**WIN**" the game, it is way **MORE** interesting and fun to have balanced characters.

Step 2) Choose what Method of Character Creation is being used (Ask Your GM)

Standard Creation Points:
To be used with the following **Character Traits**: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, or **Charisma**.

- **1 Proficiency Point** (At Least)
- **1 Deficiency Point** (At Least)

OR

Advanced Creation Points:
To be used with the following **Character Traits: Saving Throws, Attack Type, and Skill Traits**

- **Saving Throws = 2 Proficiency Points** and **1 Deficiency Point**
- **Attack Type = 1 Proficiency Point** used for an **Attack Skill (Melee, Ranged, or Magic)**
- **Skill Traits = 5 Proficiency Points** and **3 Deficiency Points**. (Cannot be used for **Saving Throw or Attack Skills)**
  - *These points **Do Not** stack with other **Proficient** or **Deficient Skills**.* ***Exception**: A **Proficiency Point CAN** be spent to negate a **Deficiency**; therefore, a player can choose to use a Proficiency Point to get rid of a **Deficiency** they have, thus making it a **Normal** Trait.

Step 3) Calculating Starting Armor Class

For **Standard Creation**, this will be based on **DEX Character Trait** stat.
For **Advanced Creation**, this will be based on the **Dexterity Saving Throw** stat.

- **"+" Proficiency = 14 AC**
- **"-" Deficiency = 10 AC**
- **Normal (having neither) = 12 AC**

Step 4) Calculating Starting Hit Points *Alternative HP Rules appear in RED

For **Standard Creation**, this will be based on **CON Character Trait** stat.
For **Advanced Creation**, this will be based on the **Constitution Saving Throw** stat**.**

- **"+" Proficiency = 5 HP or 1d10 +10**
- **"-" Deficiency = 3 HP or 1d6 + 6**
- **Normal (having neither) = 4 HP or 1d8 +8**

Step 5) Choosing a Weapon
Work with your GM to describe what type of weapons you possess. Below is what the categories might fall into.

- **Melee Combat Attacks = Strength Trait**
  - Examples: Swords, Daggers, Axes, Katana, Clubs, Lightsabers, etc.
- **Ranged Combat Attacks = Dexterity Trait**
  - Examples: Crossbows, Longbows, Short bows, Muskets, Pistols, Lasers, Rifles, etc.
- **Magic Attacks = Wisdom Trait**
  - Examples: Fireballs, Lightning, Charm, Force Push, etc.

Step 6) Calculating Weapon Damage

Using the **Standard Rules**, the damage will always be 1 as a default.
Using the **Alternative Damage Rules**, consult the chart below by the weapon you choose.
***Magic or other Special Damage is at GM Discretion**.

Weapons	Damage Die	Weapon Examples
Light	**1d4**	Wooden Club, Dagger, Throwing Knife, Taser, Blow Dart, Light Hammer, Sickle, Sling, Whip, Snub Pistol
Medium	**1d6**	Hand Axe, Short Sword, Short Bow, Hand Crossbow, Javelin, Quarterstaff, Spear, Scimitar, Trident, Pistol (ex. 9mm), Regular Revolver, Hunting Rifle, Musket Small Laser Pistol, Grenade, Naginata, Small Lightsaber
Heavy	**1d8**	Great Club, Light Crossbow, Battle-axe, Flail, Longsword, Morningstar, Rapier, War-Pick, Warhammer, Longbow, Large Pistol (ex. Desert Eagle), Large Revolver (ex. Colt 45), Assault Rifle, Shotgun, Uzi, Submachine Gun, Katana, Lightsaber, Large Laser Blaster
Great Weapons	**1d10**	Glaive, Claymore, Great Sword, Halberd, Maul, Pike, Heavy Crossbow, Great Axe, Sniper Rifle, Heavy Machine Gun, Elephant Gun, Tommy Gun, Two Handed Katana, Double-bladed Lightsaber
Ultra-Weapons	**1d12**	Lance, Tank-Killer Sniper Rifle, RPG, Bazooka, Missile Launcher, Railgun, BFG, Gatling Gun

Step 7) Calculating Weapon Range

Work with your GM to decide what the Range of your Attacks will be based on the following chart:

- **Close Combat- Within 5 feet**
  - Swords, Dagger, Bare Fists
- **Short Range- 10 feet to 30 feet**
  - Crossbow, Short Bow, Pistol, Throwing Knife, Lightning Hands
- **Medium Range- 35 feet to 65 feet**
  - Long Bow, Assault Rifle, Fireball,
- **Long Range- 65 feet to 120 feet**
  - Sniper Rifle, Magic Missile,
- **Very Long Range- 125 feet and Above**
  - Homing Missile, Railgun

Step 8) Deciding on Special Abilities (Optional at the Beginning)

Work with your GM to come up with some basic mechanics around how your character might have special abilities. These should fall into whether it is an Action, Bonus Action, or something that is Always Active. These don't have to be fleshed out fully before you start playing and it is ok for characters to not have ANY depending on the setting.

Examples:

- **Multi-Attack -** When you take an Attack Action, you can use a Bonus Action to take a second attack
- **X-Ray Vision -** You can use a Bonus Action to be able to see through objects such as walls, doors, clothes, etc.
- **Telepathy -** You can communicate to any other character through your mind. This is **Always Active**.

Step 9) Choose Starting Items

Work with your GM to discuss what possible Items your character might have to start with **(If Any)**. Some of these items could purely be cosmetic and others could grant special bonuses. If there are any special things these items will do for your character, you can mark that down next to the item.

Examples:

- **Medical Kit** – You can use this as an Action or Bonus Action to Heal Wounds to full health.
- **Disguise Kit**- You can use this to help disguise yourself. Gain Advantage on Deception Checks